

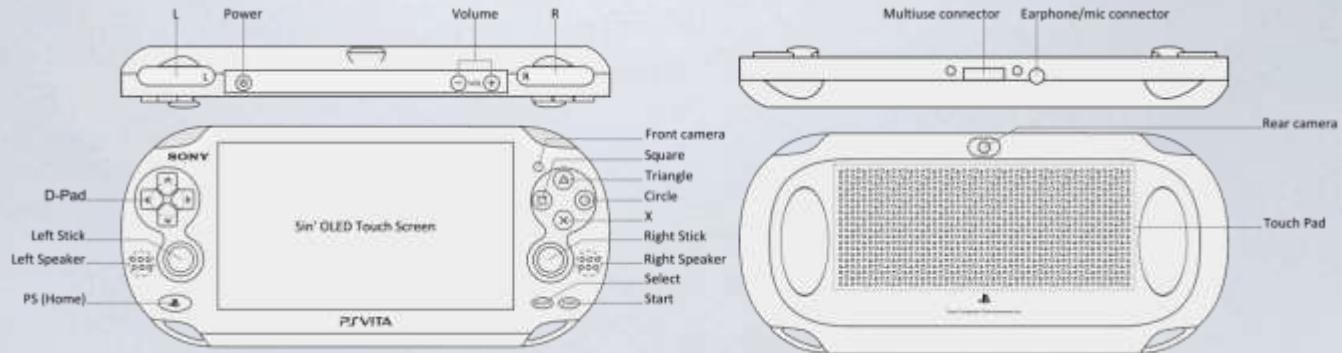
PlayStation Vita Starter Guide

All You Need To Know Before Buying PS Vita



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PlayStation Vita: Design and Weight



The device features a "super oval"-shape similar to the design of the original PlayStation Portable, with a 5-inch (130 mm) OLED capacitive touchscreen in the center of the device. The device features two analog sticks (unlike the PSP which features only a single analog "nub"), a D-pad, a set of standard PlayStation face buttons (Triangle, Circle, Cross and Square), two shoulder buttons (L and R), a PlayStation button and Start and Select buttons.

We were expecting much more of a heavy, bulky feel-like we first experienced with the original PSP back in 2005. Surprisingly, despite the [PS Vita's](#) large 5-inch OLED screen, the device is extremely light. We left our first-gen PSP back at home, but we can say, we felt a considerable difference in weight. We've concluded that the lack of an optical drive (UMD) could have significantly decreased the weight.

What is clear is that the structural bulk allows Sony to make a hand-held that is truly comfortable to hold. No smartphone control compromises, no utilitarian square edges - this is an ergonomic star. Sony's taken stock of the PSP's many flaws and fixed them - the horrible bevelled analogue disc has been replaced by quite incredible dual analogue sticks that are responsive and a joy to use, the harsh lines of the unit rounded to fit nicely in your hand, the PS buttons smaller and less clunky.



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PlayStation Vita specifications are pretty tasty

CPU	ARM® Cortex™- A9 core (4 core)
GPU	SGX543MP4+
External Dimensions	Approx. 182.0 x 18.6 x 83.5mm (width x height x depth) (tentative, excludes largest projection)
Screen (Touch Screen)	5 inches (16:9), 960 x 544, Approx. 16 million colors, OLED Multi touch screen (capacitive type)
Rear Touch Pad	Multi touch pad (capacitive type)
Cameras	Front camera, Rear camera
Sound	Built-in stereo speakers, Built-in microphone
Sensors	Six-axis motion sensing system (three-axis gyroscope, three-axis accelerometer), Three-axis electronic compass
Location	Built-in GPS, Wi-Fi location service support
Keys / Switches	PS button, Power button, Directional buttons (Up/Down/Right/Left), Action buttons (Triangle, Circle, Cross, Square), Shoulder buttons (Right/Left), Right stick, Left stick, START button, SELECT button, Volume buttons (+/-)
Wireless Communications	Mobile network connectivity (3G), IEEE 802.11b/g/n (n = 1x1)(Wi-Fi)(Infrastructure mode/Ad-hoc mode), Bluetooth® 2.1+EDR (A2DP/AVRCP/HSP)



PlayStation Vita Games

BIGGEST AND BEST GAMES

The PSP's UMD software has been thankfully scrapped for Flash-based storage cards, but as well as physical products, the [PSVita](#) will also be download driven. Several games have been announced for the device, including Uncharted: Golden Abyss, Hustle Kings, Everybody's Golf Next (Hot Shots Golf Next in North America) as well as new iterations of Killzone, Wipeout 2048, Resistance, LittleBigPlanet, BlazBlue: Continuum Shift II Plus, [Ridge Racer](#) and Call of Duty. In addition, several third-party studios showcased technology demos of the device by exporting existing assets from their PlayStation 3 counterpart and then rendering them on the device. Some of the games that were demonstrated include Metal Gear Solid 4: Guns of the Patriots, Yakuza Of the End, and Lost Planet 2. Monster Hunter Portable 3rd was also demonstrated to be running on the device to showcase the device's backwards compatibility with downloadable PlayStation Portable titles, which was also shown to be compatible with the PlayStation Vita's additional analogue stick. Unlike the first PSP, the [PlayStation Vita](#) will come with Trophy support for games.

PlayStation Vita Controls

Open new ways to play

There are also control inputs aplenty - the familiar Sixaxis button and motion controls supplemented by a touch screen, a rear touch panel and cameras front and back. The buttons on the face of the [Vita](#) are tight and responsive. Its D-pad is a departure from the PSP's. It doesn't feature four separate pieces. Instead it is a multidirectional dial that doesn't seem to allow for the precision the PSP's D-pad does.





The [**PS Vita**](#) has a touch-sensitive back so you can control the on-screen action without hiding it behind your fingers. The rear touch panel is smooth and can sense multiple touch gestures and contact points at once. The screen's multi-touch too. The combination of a touchy front and back is fascinating - Sony talks about it enabling "touch, grab, trace, push and pull hand movements." implementation of these seems a few new tricks; in [**Uncharted: Golden Abyss**](#), you can adjust your view simply by titling the screen in the direction Drake is looking. Or LittleBigPlanet where you can plot your moves through the new touch screen technology. Or, select a club in Hot Shots Golf just by tapping your intended target on-screen.

Sony is also clearly aiming at new audiences with problems adapting to new functions - It's amazing, in a way, that we already take accelerometer control for granted. The [**PS Vita**](#) includes a three-axis gyroscope, three-axis accelerometer and three-axis electronic compass for handheld-waggle motion-controlled tomfoolery.

PlayStation Vita Comparisons



Comparisons to PSP

The [PS Vita](#) improves upon the original PSP's design by adding an additional right analog thumb stick. These sticks feel like conventional joysticks as opposed to the PSP's sliding nub or the 3DS' circle pad. Interestingly enough, it took some time to get used to when we first played with the PS Vita, as we weren't used to a portable system with two sticks.

Gone this time are UMD discs in favor of a Vita card slot. [NVG game cards](#) will be available in size from 2 GB to 16 GB, with 2 GB and 4 GB versions available at launch

PlayStation Vita Comparisons

Comparisons to 3DS

With the [Wi-Fi-only PS Vita](#) going for the same price as a 3DS, it's certainly natural to make direct comparisons. The PSVita cannot display 3D like the 3DS, but it does feature touch controls - in fact, it doubles the amount of touch with a rear touch panel as well. No stylus is needed here, as both capacitive screens respond to fingers. The 3DS' resistive touch screen can work with fingers, too, but a stylus is usually the preferred input device.

Both systems will feature an online marketplace, and each device allows for local and over-the-Net play. We're not completely sure about Vita's backward compatibility, but the 3DS does work with DS and DSi titles.



PlayStation Vita Comparisons



Comparisons to iPod Touch and iPad

With the PS Vita representing Sony's first attempt at incorporating touch into gaming, we think it's fair to compare it with the iPod Touch and iPad. The main difference here is that the [PS Vita](#) will combine front and rear touch inputs with a full array of buttons, allowing players to interact with games without blocking their onscreen view.



PlayStation Vita versions, prices and release date

There are going to be two versions of the PlayStation Vita released. One with just Wi-Fi and a more expensive version with 3G (\$249 for the Wi-Fi only version and \$299 for the Wi-Fi/3G version).

Online retailer Amazon.com has seemingly outed the Sony PS Vita release date and price, making the portable games console available for pre-order ahead on February 22, 2012.

Advantages to buying at [Amazon.com](#):

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